Jobs

The **job** is one of the basic objects of the Entire Operations system. A job can be a computer-driven task (CPU job) or a manual task performed by the user.

This subsection covers the following topics:

- Job Types
- Job Attributes
- Job in a Multi-Machine Environment

For more detailed information, see the sections Job and Job Maintenance in the Entire Operations User's Guide.

Job Types

Entire Operations recognizes the following **types** of CPU jobs:

- Standard jobs of the operating system (OS/390, VSE/ESA, BS2000/OSD);
- Started Tasks (OS/390);
- Standard shell scripts of the UNIX operating system;
- BAT files on Windows systems;
- Other scripting environments on UNIX and Windows (e.g.: Perl, Windows Scripting Host);
- Command-line oriented executables on UNIX and Windows;
- Natural programs;
- Natural MACRO job (constructed with dynamic JCL);
- Cyclic jobs (for supervisory functions etc.);
- Data file generation.

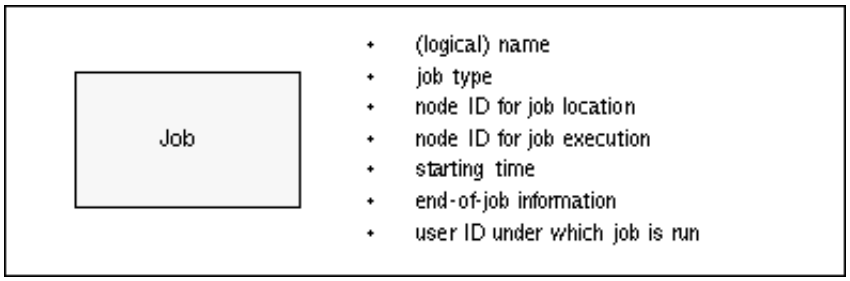
For more information about job types, see the subsection Job Types.

In addition, for non-CPU jobs there are:

- Dummy jobs to create time windows for non-CPU jobs or Boolean connections for single conditions.

Job Attributes

Each job in the network is defined by a series of identifying **attributes**:



Such a job can be contained in several **job networks**.

Job in a Multi-Machine Environment

When Entire Operations is used in a **multi-machine environment**, the location of a job (i.e. the location of its contents) and the location of its execution node can differ: at activation time Entire Operations reads the job information from the source node and executes it on the target node.

Jobs in a network can be interlinked by using ’logical conditions’.

